Subject: Again the case mistake in X11DnD.cpp....
Posted by mdelfede on Wed, 02 Apr 2008 22:47:18 GMT
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Last uvs2 update brought back the since long gone X11DnD.cpp case mistake :

X11Dnd.cpp should be X11DnD.cpp

The result is that theide doesn't compile on linux.
I suppose that's due to this damn'd case insensivity of windows...

Max

EDIT : Lookin deeper in last Uvs2 update, i got too many case mistakes in other stuffs too...
harmless for compiler, but IMHO confusing for linux users.
So, I'll postpone svn update for a while....

Max